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DAL-ACE

INSIDE:

Barbarian — Marble Madness

PaperClip — Flash

Certificate Maker — Modula II/ST

New Meeting Times :

8 bit sig 10:00 - 11:00

Disk Sales 11:00 - 11:30

Main Meeting 11:30 - 12:00

BBS users
New Users
Newsletter Exch. 12:00 - 12:30

ST Sig 12:30 - 2:00

Table of Contents

Editor' Notes	2
Toys for Tots 87	3
Flash	4
PaperClip: Another view	5
Computer Terminology	8
How to kill a User Group	9
Flight Sim. II Scenery	9
Balance of Power	10
Certificate Maker	10
Laws of Computing	11
Magic Sac Update	11
Barbarian	14
Miniture Golf Plus	14
Img Scan Update	17
Last Hacks	17
Marble Madness	19
Desktop Publishing (8 Bit)	20
Modula II/ST	21

Editor's Notes

Well, this month sure has gone by quickly. It seems as if I was just putting together last months newsletter yesterday. (That's probably true!!) I have been quite busy, none of it relating to computers, but I try to stay in practice with it. School has been my main focus right now, especially band. We are in the middle of contest season, and I am constantly going to extra rehersals.

Well, enough of my personal life for now. When I began putting this issue together, I anticipated about 16 pages, but that fell through, as I forgot that the board was down and there was no place to send articles. So this month there are just a few new articles and several reprints from past issues. You've probably guessed by now what I'm leading into. If you guessed "He's telling us to write articles", you're absolutely right! And for correctly guessing you win the priviledge of writing an article for the next issue. Tell everyone about that neat little program you bought. It doesn't take talent to write (for that matter, it doesn't even require that you know correct English, I correct that). The newsletter seems to be getting thinner and thinner each issue. I would like to see a 40-pager every issue. Fat chance.

My next topic of discussion is a replacement editor for when I leave at the end of December. I would like to continue as editor, but due to academic conflicts and wanting to enjoy my senior year, I will be unable to do so. The requirements of a newsletter editor are as follows:

1. MUST have a 1 meg ST - this is important because we currently use Publishing Partner to produce the entire newsletter. Without it, we would be regressing back into that days of cut and paste.

2. The person(s) must be creative and willing to experiment. By experimenting the newsletter grows. When I began as editor, I had several ideas, (not knowing what I was getting into) one of which was removing the borders and trying a new layout. This occurred, and slowly we mad a transition into the St world of desktop publishing. The new editor(s) must be willing to take the newsletter as it is now and let it and themselves grow.

3. Dedication. Not much needs to be said about this, but I will. As I've probably said, when I took this job, I was not quite sure what I was getting into. I went to production meeting myself, and helped put the newsletter together. Then the next month I was all on my own. It takes a lot longer than you might think, and you need to be wiling to dedicate the amount of time necessary to produce a quality newsletter. This varies from month to month.

4. The ability to con people into writing articles. This subject will always be the most difficult to conquer. There are always a few people who are the driving force behind how the club functions. Those people, unfortunately, are the only ones who even care enough about their club and their newsletter to sit down and take the time to write an article or two every month. Most people just assume that others will write articles for them to read. This is not so. If you can get every person to write one article per month, then you may very well be the most cunning, tricky, sly person on the face of this earth.

If you wish to know more about being an editor, please feel free to contact me. I am usually home in the evenings, except Wednesdays, and most of the time on the weekends. If you would like to attend a production meeting, they are open to anybody who wants to attend. Besides, any help is GREATLY APPRECIATED!!!!! These meetings tend to get lonely when you're all alone.

I'll step down off of my soap box now, and get down to some other news.

If you haven't seen the new Atari advertising on television, I have seen some of it showing on channel 21. This is the only place I've seen it, and from the looks of it, Atari is out to slaughter its

competition. The only two I've seen are about their game system, and where they compare the 1040ST to the Macintosh. As you might be able to tell, I'm trying to take up space, I'm not sure if it is working yet or not.

Until Next Month,
Scott

TOYS FOR TOTS '87

By Marc Salas

Once again it is the time of year when we get ready to do some good and brighten the holidays for youngsters all over Dallas. (Hmmm, perhaps I should start over with something more likely to capture your attention....)

HEY, it's FUN TIME at the DAL-ACE corrall, buckaroos!

Our December meeting will be handed over to the festivities we call TOYS FOR TOTS (okay, so we set no record for creativity). If you've joined our club within the last year, every year we collect toys and donations as part of the city-wide Toys for Tots program. The highlight for MOST of the DAL-ACE members, is the auction that is held during the meeting. On the auction table will be hardware, software, and anything "computery" that you can think of. Most of it will have been donated by you club members (cleaning out your computer graveyards). Those programs, peripherals, and even computers that you never use any more help to raise money. Every penney collected (except for the nominal cost of organizing the event) will be used to buy hundreds of dollars of toys for the needy children of Dallas.

A big plus this year is that several software companies have agreed to donate items from their catalogs for the auction (a big thanks here for the efforts of Jim Duke in contacting these companies!). Michtron, for example, is sending 10 programs. This year should be the best selection of software that has ever been up for grabs - you won't believe how your acquisitive juices begin to flow once the bidding is opened on that utility, game, or language you've always known you wanted, and you won't find a better reason to exceed your computer budget than Toys for Tots!

An added attraction this year will be the chance to play MIDI-MAZE on up to 16 STs at once. The game sounds like a computer version of Photon. If you like the idea of killing others while appearing to be a Happy-Face (you businessmen out there know the feeling), this is your chance. Admission to the program will entitle you play MIDI-MAZE as many times as the lines permit. There may be a prize for the best players.

As you see, there is plenty to get excited about in this year's program and all you have to do is participate. The donation of an unwrapped toy (worth at least $3.00) or a donation of $3.00 is all that we ask for all of this fun. The best thing of all, though, belongs to those members who care enough to give their time to help the program succeed; year in and year out, there is nothing to compare to the shopping spree that the volunteers get to go on. The chance to get armloads of those special toys that meant so much to you as a child (dolls, coloring books, baseballs and gloves, even microscopes) brings on a warm glow that you won't soon forget.

We need people to call members at home to remind them to bring items for the auction, to help set up the tables, take tickets at the December meeting, to donate the use of their STs, and to contact local vendors who support Atari to ask for donations for the auction, and to help us spend the money collected. You know that one of those decriptions sounds like you! Please call Marc Salas at (214)255-8425 or leave him a message on the BBS to donate your time (any amount helps). If you can let the club use your ST, please call Larry Dineen at (817)668-7296 or leave him a message on the BBS. (This is the first year such an ambitious game has been planned and it is a great opportunity to entice non-Atarians to join us in the fun!)

Make the News

HEADLINES

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Continued on page 4

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FLASH

by John Pellet

Reprinted from DAL-ACE Newsletter
July 1986

FLASH from Antic Software, is a GEM of a terminal program. If you want more powers and features than anything else on the market, at a reasonable price, look no farther FLASH. FLASH is a GEM application that emulates three terminal types, the VT-52, VT-100 (including a remapped keyboard), and Compuserve Vidtext. And it has just about every feature you could possibly think of and more than you'll probably use. As an abbreviated sample:

Data transfers include 2 forms of X-Modem file transfer with tight and loose timing, ASCII and DC2/DC4 file transfers, and a large capture buffer. During text transfers you can specify text conversion, data bits, handshaking, and more. Unluckily, Kermit is not supported.

Using the Hayes command set, as a default, you can either autodial a single number or a set you specify. Each number can automatically link to a command file which can not only set terminal parameters and perform logon tasks, but fully automate a repetitive sequence of operations, like capturing your mail.

FLASH uses a command language, GEM menus, and keyboard alternate commands for almost every option, so you can use whichever you like. Function keys can call each other. A full screen editor is built in so you can edit command files, uploads, or captured text while using FLASH. But without a doubt, the most powerful part of the program is the ability to executes files of commands. For example, a file to automatically logon to the ST BBS might look like:

```
>WA baud|
|
>WA Name|
Yourname|
>WA Password|
Yourpassword|
```

This means wait for the string "baud" from the host, then send a carriage return to the modem. Then wait for the string "Name:" and send your name and do the same for password. If you wanted to change parity, the default directory on your system, start a capture buffer, or anything else, comands are available.

For those of you unlucky enough to be familiar with the IBM world, you may recognize a certain similarity of the above to Crosstalk's script files. Basically they are very similar except FLASH does not support the conditional commands like IF...THEN, WHEN, or JUMP. But what it does support is easier to use in my mind, because you have an editor built in and structure is less strict.

When you combine the command file capability with the autodial feature with redialing, you get capabilities that are very difficult to find elsewhere.

When you add in the operation under GEM, which makes your desk accessories instantly available and imposes a common interface, you get even more power.

It is a real pleasure to find a reasonably (CHEAP!) inexpensive program that not only does what it says, but more than commonly seen on other machines. A REAL WINNER!

FLASH is available directly from Antic or from local retailers (I got mine from Computer Discoveries) for under $40. It is not copy-protected.

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PAPERCLIP: Another view

By John Pellet

reprinted frfom DAL-ACE
August 1985

PAPERCLIP by Batteries Included (BI) is the latest and greatest full-featured word processor for the 8-bit Atari line. It packs a huge list of features. A great looking package from one of the hottest software houses in the 6502 world (Atari, Apple, Commodore...).

If you need a full-blown word processor, beyond HOMETEXT or ATARIWRITER, Then PAPERCLIP (PC), WRITER'S TOOL (WT), and LETTER PERFECT (LP) are the only choices that I know of. We've had good reviews of all 3 of these in the last 6 months, and the latest being Morris Stephen's rave PAPERCLIP review last month. I'd like to throw in a few words of caution about the current version of PC. As everyone knows who has used an early version of LP, WT, PC, or other major applications software (for the Atari or any other machine), there tend to be MANY "undocumented features" (i.e., bugs that survived beta testing). Each major revision of serious applications packages for the Atari has fixed bugs AND added substantive features (eg., LP in 80 columns in version 3 and dictionary in version 6). PC will do the same with its scheduled mid-summer release. [Editor's note: In case you were'nt aware, it's been out for over a year now!!]

The bugs I've encountered or heard about are briefly described below.

The control codes seem confusing and very jumbled at first. Similar keystrokes do very different things. For example, <CTRL> R is block right and <CTRL><SHIFT> R is read disk. No command reference card is supplied.

The use and customization of printer drivers is far from clear. For example, the master disk contains 6 Epson drivers with no discussion anywhere about the differences or which works best. The custom printer driver construction routine works but is very awkward - it has a HUGE set of menus that must be gone through serially, with no way to skip to the one menu you want. To change a single byte, you have to hit the return key over 150 times.!

The manaul says the program supports microspace justification (pad each character with extra space, not add extra space between words) but with my Prowriter, plus a couple of other printers I've heard about or tried, it adds microspace between WORDS. Unlike LP v.6.0x it does not support proportional spacing (i.e, each character must be the same number of dots wide).

The manual is NOT indexed. I, for one, find this a serious flaw in applications software.

There are MANY ways to lose text. For example, hit RESET and the buffer clears. In general, destructive buffer or disk manipulations do not require confirmation. Those that do seem to use the START key but are slow - when I ask it to delete a file, type the filename, then hit START nothing happens until I hit it agin about 1 second later, or wait about 2 seconds to hit it the first time. WHOOPS!

I am not the touch-typist but several people have complained about dropping characters when the the fingers start flying. Based on my limited playing around with the BI key (discussed below), the program MUST READ THE JOYSTICK PORT BETWEEN EACH KEYSTROKE for more than one response. Sounds like a probable cause to me.

The program does not allow you to directly imbed control codes in the text (a la LP's <CTRL>V or ATARIWRITER'S <CTRL>O). You have 4 printer macros that can be set up via the driver program but that's it.

The block operations (move, copy, and delete) are very size limited. I routinely used the block features of LP to move half-pages around, but PC seems much more limited.

There is no "outdent" feature, that is indent all lines of a paragraph excepth the first (a la LP's <CTRL>Fa). This is really usefull for numbered lists.

PC is not copy protected. PC uses a hardware key that plugs in joystick port #2. Extra keys are available only directly from BI for $30 - half the cost of the program. This scheme does not work properly with a small fraction of early 800's due to a "marginal" PIA chip (per BI).

The disk itself is not protected and you are encouraged to make a backup. But PC contains its own internal DOS and cannot be used with any other DOS. There goes the RAMDISK and "Enhanced Density" operations on the 1050. The master disk will NOT back itself up.

PC is reported to have trouble changing pitch or print options within a single line of text on some printers. Since I have not had this problem, it may be printer or driver related.

Finally, and I know this would sound strange, if you are writing along and the program word wraps to a new line, you cannot always correct with the backspace key beyond the line you are on - when you start to back up to the previous line, the cursor will suddenly scroll back to the middle of the previous paragraph and wait for you to mess up your text. This doesn't happen every time, but it is startling when it does.

After reading this you may be wondering why anyone would use the thing. Well, I've converted over from LETTER PERFECT and I'd like to briefly describe why. First let me state that I truly believe if LJK had setup LETTER PERFECT to use a standard DOS file structure PC (and WT) would never have been marketed. If I were still writing only for my own use and never sending text over the phone, then I would have stayed with LP. But I'm not and I REALLY needed DOS file compatibility. LJK's file utility is awkward and does not work with the XL/XE's. Now for the things I like about PC.

It looks GRAET! The font on the screen uses true descenders and more. It tells you both where you are in the buffer and how much space you have left. 2 text windows are normally available. Print preview works well. In general, screen functions and appearance are well thought out and attractive.

Help is available online - a complete list of all control keystrokes - if you have the master disk in D1: and are not using the second window.

2 column printing is WONDERFUL if you're producing a newlsetter or similar job.

Support is TREMENDOUS. So far all of my questions not answered by the manual have been answered within 24 hours by leaving a message on SIG*ATARI on Compuserve - both authors and BI management are active online.

The program will print formatted output directly to disk, useful if you're transmitting files. Most program features are user-adjustable.

PC supports using any key as a macro and creating and saving macros is very easy. You can even have multiple macro files available (although only 1 can be active at a time).

In general, I find this program VERY nice. The update due this summer supports the extra RAM in a 130XE, fixes several bugs, and supports the forthcoming BI 80 column board and will make me like PAPERCLIP even more. No software is without bugs, but BI seems really anxious to find and fix them. If the problems discussed above are those you can live with, then I heartily reccommend PAPERCLIP.

[Editor's note: This article was reprinted not just for its content (whish is somewhat outdated), but also to present a basic form for constructive criticism compared to another program. I would love to see more reviews of this form in future issues. SCOTT]

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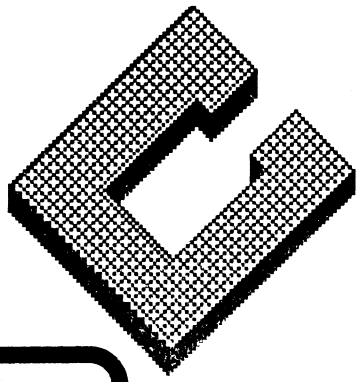

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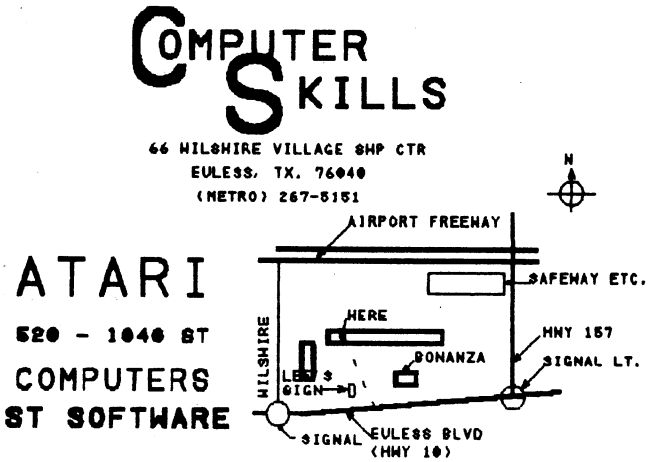
MANY THANKS TO MEGAMAX FOR THEIR HELP IN PUBLISHING THIS NEWSLETTER

RAM

A Guide to Computer Terminology

Reprinted from various issues of Dal-Ace

AUTO-EXECUTE- What a car does when the warranty expires
ANSI- A hacker who can't sit still
BATCH - A minor gripe
BIT- A word used to describe computers, as in "Our son's computer cost quite a BIT"
BOOT- What your friends give you because you spend too much time bragging about your computer
BUFFER- A nude computer user
BUG- What your eyes do after you stare at the screen for more than 15 minutes
CHIPS- The fattening, non-nutritional food that computer users eat to avoid having to leave their computers for meals.
COPY- What you have to do during school tests because you spend too much time at the computer and not enough time studying
CURSOR- 1. A hacker who BATCHES A lot
2. What you turn into when you can't get your computer to perform
DAISY CHAIN- What L'il Abner gave his wife
DISK- What goes out in your back after bending over you keyboard for seven hours
DISK DRIVE- A popular address in Carmel
DUMP- The place all your former hobbies wind up in soon after you get your computer
END USER- Programmers who sit a lot
ERROR- What you made the first time you walked in a computer store "just to look"
EXPANSION UNIT- The new room you have to build to house your computer and all of its peripherals
FILE- What your secretary can do to her nails 6 and 1/2 hours a day now that a computer can do her work in 30 minutes
FLOPPY- The physical condition of a computer user, due to a lack of exercise, and a steady diet of junk food
FREQUENCY- A disease suffered by video game freaks
GIGABYTE- A painful sing on the ginga
HARDWARE- Tools such as lawn mowers, rakes, and other heavy equipment that you haven't touched since you got your computer
IBM- The kind of missle that your wife (or mother would like to drop on your computer so you will pay attention to her agian
INDUSTRY STANDARD- Nonconforming giudelines
LINE FEED- "I've never met anyone as interesting as you before, etc."
MACHINE LANGUAGE- zoom, putt-putt, chug-a-lug
MENU- What you will never see again after buying computer. You will be too poor to eat in a restaurant.
MONITOR- Often thought to be associated with computers. This word actually refers to the kids who run around the halls at school and NARK on you.
OHM- Is where the heart is... "OHM SWEET OHM"
RAM- Where most of the bugs are kept
ROM Where you put the bugs that wont fit in RAM
SERIAL PORT- Where foreign breakfast foods are unloaded
SOFTWARE- What programmers wear under their hardware
TERMINAL INTELLIGENCE- to be so smart it kills you



"The computer is down! Everybody think!"

How to Kill a User Group

Reprinted from SMLACE Interface

1 Do Not attend meetings, if you do then arrive late.

2 Be sure to leave meetings before they are over.

3 Never offer your opinion at a meeting, wait until you are outside.

4 When at a meeting, vote to do everything, then go home and do nothing.

5 The next day, find fault with the officers and your fellow members.

6 Take no part in your organizations affairs.

7 Sit in the back and start up your own meeting with one or more members during discussion periods; if you keep it low no one will notice.

8 Get all the organization can give and give nothing in return.

9 Talk cooperation but never cooperate.

10 Never ask anyone to join the organization.

11 Threaten to resign at every opportunity, especially when things are not going your way.

12 If asked to help, always promise to do so, but be busy when called upon.

13 Never accept an offer; better to criticize than be criticized.

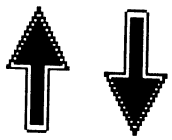
14 If, in a moment of weakness, you find you have gotten yourself on a committee, apply all of the above rules and let the chairperson do all of the work.

15 Do not do anything more than you have to, and when others give freely and willingly of their time and talents to help the cause, be the first to leap to your feet to remind everyone that what is wrong with this club is that its run by a clique.

!AUTODUEL WARNING!

Reprinted from Portland Atari Club

If you ve got an ICD doubler installed in your 1050, or are using an Indus drive, then you will want to be very cautious before purchasing ORIGIN SYSTEMS new AUTODUEL game. Basically all you get is an endless repeat of the title screen! Previous ORIGIN SYSTEMS products ran fine on these drives. They have apparently switched to a new copy-protection scheme. Unfortunately, the scheme has the effect of zapping a lot of honest users of the software. If you use an ICD doubler or an INDUS, keep your money in your pocket!



Flight Simulator II

Scenery Disk #7

Reprinted from SLCC Journal

This is the first scenery disk released for the ST (#11 has since been released with Sublogic promising a once a month schedule). This release covers the east coast from New York (exclusive) to south to the Florida Keys (inclusive). The scenery is improved over the master disk and is more like the STAR scenery disk for the 8 bits. It is fairly detailed although the graphics are still blocky. The data for the scenery on this disk takes up a single sided disk and includes a shuttle on Launch Complex 34A, several gantries for earlier space launchers and the gigantic Vehicle Assembly Building for final assembly. Washington shows the White House, Capitol, Pentagon, Washington Memorial, and several others. The list of sights is to lenghty to list but this disk is worth the price for those who like to fly the simulator.

Balance of Power

Geopolotics in the Nuclear Age

Reprinted from SLCC Journal

Review by Frank Kliewer

In a search to find a game that involved something more than just holding down the fire button and shooting everything that moved and most that didn't, I found myself purchasing a copy of Balance of Power by Chris Crawford. This game requires, more than anything else, the use of judgement.

It soon became clear that I had developed an extremely aggressive attitude from my previous computer gaming experience, as I found myself pushing minor diplomatic conflicts to total world destruction several times the first night I had this program at home. There is no bonus for this type of outcome; the screen goes black and you are greeted with a message that there will be no mushroom clouds or flying bodies, as failure is not rewarded , and then you are sent back to the desktop to try again.

There are four game playing options, from beginner up to nightmare . Each level implements more complexity into the international relations , with the last level unfolding at a scary pace. You can play as either the President of the USA or the leader of the USSR. Trying the later on for size gives you an uncanny experience. There is also a two player mode. Your term of office is for 8 years (regardless of your performance after four). Each year or turn lasts a few minutes or longer depending on how many decisions you choose to implement. After the end of the eight turns the side with the highest world prestige wins.

Playing Balance of Power, you find yourself developing an appreciation for the subtleties of superpower give and take. You are also given an in depth view of every countries social and economic situation. In addition to the main screen, there are charts that allow you to follow the history of countries as the years pass.

I found the game play easy, challenging and very absorbing. The reality level was good, as Chris Crawford has put a ton of data into the AI database. The program has a pretty good form of copy protection since trying to play this game with out the extremely well written manual is ridiculous.

Despite Mr. Crawfords betrayal of the 8 bit world, I'd recommend this return to Atari.

Certificate Maker

For the ST

Review by John Hutchinson

Reprinted from Flagpost

Certificate Maker is a clever program that enables you to create attractive, even humorous, personalized awards. Written in the same vein as Broderbunds Print Shop, Certificate Maker (CM) is extremely easy to use. CM comes on two single-sided disks with a well written manual in a sturdy plastic storage box. It provides more than 200 professionally designed, partially completed certificates. Most include very well done graphics, ranging from sports figures to imaginative, hilarious cartoon characters. Others are multi- purpose; they have no artwork and only a partial title like "Certificate of .."

To make a certificate all you do is pick out the one you want from the illustrated manual, Choose a border (one of 24), select a font (one of 5) and fill in the blanks with the recipients name and achievement. As a finishing touch you can add one of 36 seals and stickers that come with CM.

The certificates provided are in both horizontal and vertical formats and print out on a full 8 1/2 x 11 sheet of paper. An impressive array of printer drivers is already built into CM. The print quality is very impressive with heavy weight paper and a fresh ribbon. Printing time is slow but not unbearable.

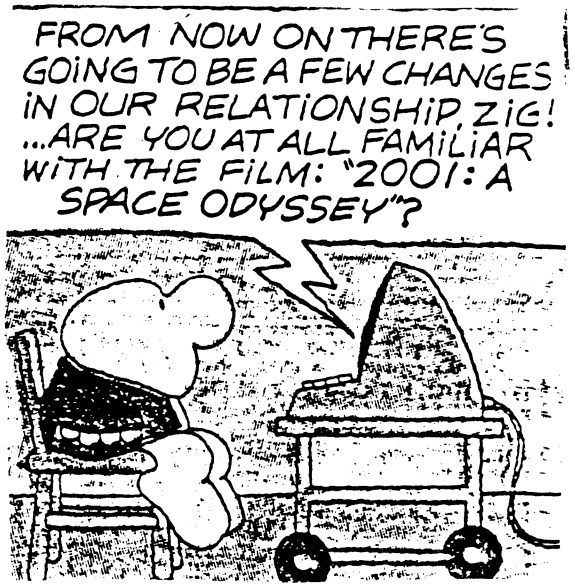
One of the few drawbacks to this impressive program is its constant disk access. It seems to be

quite slow in reading the graphics, borders and font files from the disk and in performing required calculations just prior to printing. Unfortunately, Springboard chose to partially copy protect the disks you must always boot your computer with the original program disk. Also, CM is always looking to drive A or B for its files, so more efficient use from a hard or RAM disk is not possible.

Unlike the original Print Shop, CM does not provide an on-screen catalog of available graphics (certificates). You must enter the number of the certificate graphic you want to use. Only then (after a lot of disk access) will it give you a graphic representation of your chosen certificate. Obviously then, you must have the manual handy when creating a certificate.

A companion program, Certificate Maker Library Volume 1, provides over 100 more certificates, 24 new borders, and 6 dozen stickers and seals for 34.95

All in all, Certificate Maker is a winner! Lets hope SpringBoard releases "Newsroom" for the ST also.



Laws of Computing

From Bytown Bytes

Reprinted from MACC

When you get to the point where you really understand your computer system, its probably obsolete.

As soon as you find that your microcomputer is easy to use, add some peripherals you don't understand how to use.

Whatever happens, behave like you meant for it to happen.

Experience is something you don't get until just after you need it most.

The time it takes to fix the error in your spreadsheet is inversley proportional to the time it took to do the damage in the first place.

People always remember the last mistake you made.

He who hesitates is probably smart.

The less a computer periphal costs, the more it costs to fix.

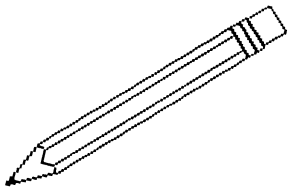
Confidence is the feeling you get just before you fully understand the problem.

Its only when you need to knock on wood when you realize that the whole world is made up of aluminum and plastic.

You always find the information that you need on the page of the manual that you look at last.

The first place to look for information is in the section you least expect to find it.

You really know you have a REAL crisis on your hands when you cant say "Lets forget about the whole thing".



Driving in the Fast Lane with the SAC Version 4.51

By Norm Walker
Reprinted from Current Notes

The menu screen on Magic Sac 4.51 Beta has several new options buttons. Included in these are selectable memory sizes (up to 3,904k for the new machines), a save configuration button, default to a parallel printer, a cancel button (with random messages), and a hard disk dialog box.

The hard disk dialog box gives you the option of enabling or disabling the hard disk. There is also a button to select whether you wish to use an Atari drive or a third party drive because the software requirements are different. Once configured, if a System and Finder are residing on the hard disk, the system can be booted directly from the hard disk.

SETTING UP THE HD PARTITION

To begin the set-up, you must take away one of the hard drive partitions from TOS (it will no longer be assigned a drive number). Due to software limitations in the Atari HD, the Magic partition(s) MUST be the LAST partition. Data Pacific recommends 3 Meg partitions with a 5 meg maximum. I use a 5 Meg with no problems.

Run the program MAGICHD.PRG. It will ask you which SCSI and LUN devices to use. If you dont know, just leave it at 0 and 0 (the default). This works for Atari and Supra drives. It will then show you your present partition mapping. Click on the Partition(s) you want to assign to the Magic Sac and they will turn black. When the partitions have been selected, click the OK button. If youre not sure about it you can still chicken out: if your'e satisfied its the way you want it then click OK again and sit back while it reformats those sectors into Magic format. When this is finished, you will need to reboot because there is no other way to tell TOS it no longer has access to the magic partition. When you reboot, you should not have access to the newly formatted partition. The icon will probably still be there, but if you double click on it it will say "No Such Drive".

USING THE MAGIC HD PARTITION

Now boot the 1MAGIC4.PRG. It will tell you that you have a Hard disk connected and ask you if you would like enable it. Click on "enable". It will also ask you if you would like to boot from it. You can't yet because there is no System and Finder on it, so go ahead and start up the normal way from the floppy.

When you get to the finder, press SHIFT-F3. It works just like F1 and F2 with the floppies except you must press SHIFT along with F3. When you press SHIFT-F3 it thinks you just inserted a HUGE floppy disk and should show an icon for the disk. YOU MUST EJECT A HARD DISK BEFORE SHUTDOWN! There is a warning on the startup screen to emphasize this. Just using SHUT DOWN doesn't work.

Once you have the hard drive "inserted" (by pressing SHIFT-F3), you can then copy a System and Finder to it. After you have done this, EJECT the hard disk (as well as any other disks) and power down. Then reboot, but this time select "Boot From HD" from the menu.

When it comes up (and it will do so very quickly the first time), use the new disk just as you would any other "5 meg floppy". From here on in, its no different from normally using the Magic Sac except for a few advantages as seen in Table 1. Disk IO has been improved by 100 to 500 percent depending on the operation and the particular program in use. Other advantages include being able to use ONE System and Finder configured the way you want it, being able to have all of the frequently used software at your fingertips and not having to find your Magic start-up disk (its on drive C).

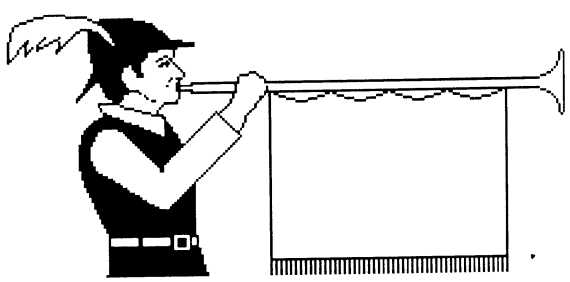
DOES IT WORK?

The answer to that is an emphatic YES! I have been using Magic 4.51 with an Atari SH204 for over 2 weeks with NO hard disk related problems. NOT ONE! Version 4.50 beta only allowed 100 files in a partition (Apples limit, not Data Pacifics!). Version 4.51 has been expanded to 300 files. I routinely have more than 100 files on the HD without any problems. Disk swapping has been all but eliminated and it has become a pleasure using the Mac (I mean Sac).

TABLE 1 -- Performance Comparisons: Hard Drive Versus Floppy Disk (Time in Seconds)

Operation	Hard Disk	Floppy
Load Microsoft Word 3.01	28	78
Load 9-page Word Text file	2	4
Save 9-page Word text file	7	16
Load SuperPaint	13	27
Load paint file	3	5
Save paint file	4	24
Load Ready,Set,Go! 3	14	30
Load 8-page RSG text file	3	9
Save 8-Page RSG text file	4	13

To sum up the performance of a hard drive and the Magic Sac: "ACCEPT NO SUBSTITUTE".



New Meeting Times ! ! ! !

10:00 - 11:00	8 Bit Sig
11:00 - 11:30	Disk Sales
11:30 - 12:00	Main Meeting
12:00- 12:30	BBS Users New Users Nwsltr. Exch.
12:30- 2:00	ST Sig

BARBARIAN

From Psygnosis Ltd.

Reviewed by James Duke

Barbarian is what I would call an arcade adventure game. It is from the same people that brought us Brattacus. Fortunately for us they brought the same quality of graphics to Barbarian without the terrible controls that made Brattacus unplayable.

In Barbarian you are Hegor, a fair-haired, Conan-like warrior that has to avenge his father's death and save the world by destroying Necron. You learn all of this from the accompanying novella. You begin your quest at the entrance to Necron's Dungeon and must immediately start fighting your way downward.

Your foes range from strange alien-looking animals to armor-clad warriors with a few neanderthal men and wizards thrown in to spice things up. While fighting your way through, you must also be alert for traps that are usually fatal. The traps are almost undetectable but, fortunately, after playing the game long enough you develop a knack for what types of places traps are located.

The graphics are simply incredible and the animation is very smooth. It resembles watching a cartoon. The sound is done very nicely to; especially Hegor's scream. I will sometimes kill my character just to hear his dying scream (I know I'm disturbed but just remember it was you who elected me VP of Comm.).

Controlling your character can be accomplished with either the mouse, the joystick or the keyboard. I have found mouse control to be the best. The controls are far superior to Brattacus and, for that matter, many of the other games that allow mouse control.

But even with the great mouse control I have only been able to complete 38% of the game (yet). So, if graphic adventures are your bag or you just like to slash a few monsters now and then, Barbarian is the game for you.

MINIATURE GOLF PLUS

For the 8-Bit Atari
Reviewed by Lou Prain
Reprinted from CURRENT NOTES

Once in a while a game comes along that places itself one step above the rest. Miniature Golf Plus by David Plotkin, presented by XLENT Software, is, in my opinion, one of the chosen few.

Part One of this game set consists of a miniature golf course of 21 holes, which increase with difficulty as you progress through them. The game allows you the option of entering the player's names, and the game play is similar to a real 21 hole miniature golf course, except for the fact that you can being the game from the first hole, or any other hole of your choice.

The golf course is viewed from above, and your "golf club" is controlled by your joystick, which plugs into your #1 port. The "golf club" that you see on the screen is a shaped square, but with a notch cut out of one of its corners. This notched corner is the part of your club which should strike the ball. By changing the position of the club in relation to the ball, you can control the force of your swing as well as the angle at which the ball will travel. The game, like the real game, allows you to bounce your shot off obstacles and the holes side-boards to achieve shots that would otherwise be impossible. The game accurately tabulates the velocity with which you struck the ball, the angle that you selected, and the results of contact with any obstructions along the way, and finally -- even the affect of › " friction on the ball as it rolls along the course. It does this smoothly and very accurately.

Each player continues to play until he completes the hole and then the next player takes his turn until all have completed the hole. You will then proceed to the next hole, and so on. the scores are shown in a window at the bottom of the screen, and by pressing the appropriate key, can be displayed either singly or all at once.

The graphics and game play alone make this game worth the list price of $25.99, but, as an added bonus, and to keep the game from becoming boring after you master the supplied course, David has included a Golf Course Construction Set, (hence the name "PLUS"), with this already fine package.

The Construction Set will allow you to construct a customized miniature golf course with up to 60 holes set up to your own preferences as to level of difficulty and obstacle placement. It even allows you the interesting option of installing a moving › " obstacle in any or all of the holes.

You can make as many customized golf courses as you want, but each must be on a separate disk. This opens the possibility of different family members as well as friends creating for each other a "special challenge" golf course, to see who can be the "top Pro".

The instructions for the construction Set, as well as for the golf game, are very well written, easy to understand, extremely user friendly, short and to the point. This is a game set that does not take you hours to mull over the instructions before attempting to operate. In less than ten minutes anyone should be able to play the game and/or operate the Construction Set with confidence. This game is highly recommended. It's interesting, the controls respond well, the graphics are excellent, and, mainly, because it's adjustable (by means of the construction Set) it fits the capabilities of everyone, from child to adult.

Theoretically then, this game never need become obsolete due to lack of challenge. It's kinda the "ultimate" in miniature golf games and never need become a "shelf sitter" due to lack of interest or challenge.

"Friendly no, but it *is* user tolerant."

Secretary's Opinion

Hello out there! Just wanted to take a few moments to let you know about all the things that have been going on lately.

The first change is that you are reading the November newsletter BEFORE the November meeting. We have had several suggestions that we mail the newsletter out before the meeting and after careful consideration we decided to give it a try. Hopefully this will help remind everyone about the meeting and let them know what's going to be happening. If this doesn't motivate you guys to attend the meetings then maybe a personal call will (just kidding).

Another big change is the times of our meetings. The 8-bit members requested a better meeting time for their SIG. They felt that a sudden drop in attendance was due to the hour wait in between the meeting and SIG. This posed an interesting problem since we had several requests to keep the 8-bit and ST SIGs at different times for those that own both machines. After much thought (and paper) we decided to try the 8-bit SIG right before the disk sales and main meeting while the ST SIG will still be right after the main meeting. Hopefully this new schedule will work out best for all the members. If you have any feedback let us know.

The Dal-Ace BBS is now up and running. Give it a call at (metro) 429-6134. You'll need to leave the Sysop a message listing the SIGs you want access to. This will allow you to lock any SIGs out that you don't wish to view.

Last month we had a drawing awarding 4 club disks and two Aladdin disks (one 8-bit/one ST). Only those attending meetings are eligible for these suprise drawings. If you're not attending the meetings you're missing:

The SIGS

The Latest News on Atari Corp. and your Computer

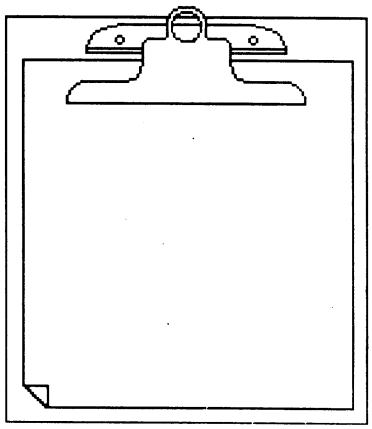
The Possibility of Winning During Suprise Drawings

The Ability to Meet With Other People Interested in your Computer

The Ability to Buy Public Domain Disks from our Library (and help the club at the same time)

The Special Deals in the Vendor Area

SUPPORT YOUR CLUB!!!!



8 Bit Sig News

This months 8 Bit sig will feature demonstrations of the Atari Planetarium, and Space Base. As well as a discussion on the current state of amateur Astronomy and the 8 bit Atari computers. Along with the latest in Atari 8 bit news and gossip.

If you have a program or topic you would like to see featured in your 8 bit sig please let your new sig leader Jeff Golden know. Also let's all thank Jeff for his generosity in volunteering for this important position.

ST Sig News

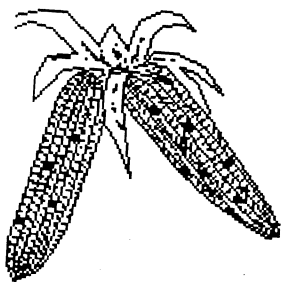
This months ST sig will feature a discussion of the new release of OSS Personal Pascal. Version 2.0 appears to be greatly enhanced over the previous version. Also planned is a discussion of the Tackle Box package for use with OSS Pascal. This is an indispensable product for all users of OSS Pascal. If you own OSS Pascal then you need to be at this meeting! As always feel free to bring anything that you would like to show the rest of the ST users.

IMAGE SCAN UPDATE

By James Duke

Seymor-Radix has informed me that several enhancements have been made to the software for the IMG Scan recently. The most current version is 1.7. This version supports both monochrome and color monitors. Also, grey scales are now represented on the monochrome screen using a "strippling" effect. This is very superior to the previous simple threshold value. the monochrome version also now allows the raw data to be saved for further processing.

Several bugs have also been found and exterminated. Also format disk options have been added, and the color pallette is restored to its previous state upon exiting back to the desktop. All in all, the product has been greatly enhanced since its original release. If you have a version lower than 1.7, contact Seymor-Radix about updating (we will also try to get version 1.7 on the BBS and in the club library soon).



LAST HACKS

Error Messages
Atari Never Told You About
Reprinted from The MACE Journal

[After the mass firings in Sunnyvale when Jack Tramiel took over, certain documents market "Top Secret" were found at a rest area on I-80 East. The MACE Journal is proud to be the first to present this valuable information to the world of Atari users.]

Note: The following error messages result from external malfunctions, including operation error, and are only implemented on machines containing the experimental PSI (Pretty Small Integrated) chip. To determine if your machine has the PSI chip installed, set up a loop to read location 53770 ($D20A), the random number generator. Concentrate on a number between 0 and 255; if you can force the output of 53770 to equal your chosen number more than 87.4% of the time, you are one of the lucky few with the PSI chip.

ERROR 256 - Operator Negligence:
You failed to stare intently at your 410 or 1010 recorder during › ".the entire CLOAD process. Rewind the tape to within .01mm of the original recording position, take a deep breath, and hold it while watching the tape grind through the recorder. It has been shown that blinking during a cassette load can set up shock waves sufficient to knock the tape head out of alignment and abort the load.

ERROR 257 - Keyboard Adhension Error:
There is peanut butter or some other sticky substance underneath your keycaps. (This error does not occur on Atari 400's with the original membrane keyboard.) You can try to pry off the keycaps yourself and clean up the mess, or face ridicule by bringing your machine to the service department of your local computer store.

ERROR 258 - Disk Damage Error:
Your toddler has been trying to play your disks on his Fisher-Price Record Player. This error can also occur when disks have been used as Frisbees, coasters, or to jimmy a lock.

ERROR 260 - TMF Error:
A Transient Magnetic Field has erased all of the data on your disks and/or tapes. You are now the owner of 253 flat black plastic squares which can be used (with little success) to tile your rec room floor.

ERROR 261 - Release Data Shock:
A previously-announced Atari product has been released on time: the shock was too much for your computer, which will be inoperative for the next three months, thereby bringing things back to normal.

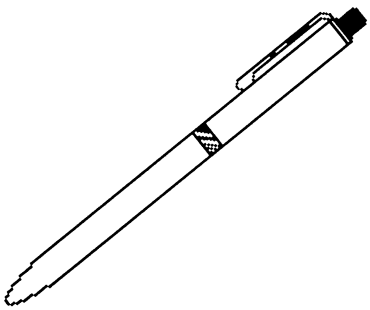
ERROR 262 - Poor Programming Technique:
You have aggrivated your BASIC cartridge by writing "spaghetti code", full of tangled GOTO statements. In retailiation, it has renamed all of your variables as carriage returns (CHR$(155)). No recovery possible.

ERROR 263 - Late Night Error:
This error most often occurs at 4am and is due to the fact that the computer is being put to sleep by your yawns. Grinding No-Doze between the cartridge and its connectors will prevent the error, as it will totally disable your system and you will be able to gets lots of sleep in the next few months while you are waiting for your machine to be repaired.

ERROR 264 - Fed Detected:
The FBI informant has tapped into your phone line and is monitoring your private downloads. For $59.95 (plus $2.00 shipping and handling) you can buy an Honesty Chip which will immediately switch the transmission to a public domain program. The Honest Chip is available from I.M. Cott, Cell Block 534, San Quentin, CA 94013.

ERROR 265 - CUI Error:
The operator is guilty of Computing Under the Influence of prescribed substances. Power down and wait for operator detoxification before attempting further operation.

ERROR 266 - Malfunction Timeout:
It has been too long since an error has occured, so the Error Generator, ERRGEN, at location 49155 ($C003) has chosen to spice up your life. This error is seldom seen because of the unlikelyhood of operating your computer for more than 15 minutes without an error.



Meeting Minutes

Board Meeting
10-10-87

Marc Salas gave a report on the progress of Toys for Tots. Marc is contacting other clubs meeting at the Infomart to set up their own Toys for Tots. Donations will be $3 or a new toy. The club will recover costs only, then the rest will be donated to Toys for Tots.

Jeff Golden has volunteered to run the 8-Bit SIG starting with the Nomverber meeting.

If anyone is interested in running the SIG for one meeting please contact Jeff.

Motioned and passed that the newsletter be mailed 1 1/2 weeks BEFORE the meeting date.

Agreed to have a drawing this month: 4 - choice of disk from either library; 1 - choice of 3 disks from either library.

Main Meeting
10-10-87

Asked for volunteers to clean up after the meeting.

Requested a SIG leader for the ST SIG. Decided to go on a month-to-month basis. Wally Wallinski volunteered for the November meeting. If you would like to demo something or have a suggestion let Wally (November meeting only) or Jim Duke know.

Morris Stephens has the Mega STs for sale to club members at a 15% discount.

New BBS phone number: 817-429-6134 (metro)

Announced the need for nominations for office for the December meeting. Donny Arnold volunteered for the position of Vice-President and/or Member-At-Large.

Introduced renewals and new members:

Renewals: Marcus Arrequin
Wally Wallinski
John c. Funk
David Ballard

New: Ed Fitzpatric
Thomas J. Laurent

8-BIT NEW DISK (disk #88): One disk completely full of Koala pictures complete with a viewing program.

ST NEW DISK (disk #84): "Rob Says Demo" - music and graphics demo.

Bob Childress needs people to help read through the exchange newsletters. If interested, contact Bob.

The kiosk WAS NOT manned this meeting--NEED VOLUNTEERS! Call Rachel Duke if interested.

Infocom has stopped marketing for the 8-bit Atari. The ST versions now have to be special ordered.

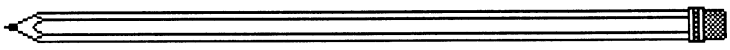
DRAWING WINNERS:

The following won one club disk from either library:

Robert Felice
Robert Childress
Gary Loges
Michael Duke

Two Aladdin disks (one ST and one 8-bit) were donated for the drawing - thank you Aladdin. The winners are:

Wally Willinski
Nolan Terrill



New 8 Bit Disk This Month

At the time of this article the new 8 bit disks had not been finilised. Please check with the 8 bit librarian for details of the latest and greatest public domain software for the 8 Bit Ataris.

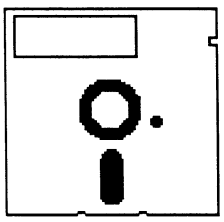
New ST Disks This Month

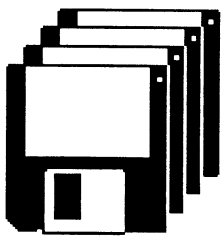
Disk #83 MEGAWATT accessory. A sidekick like accessory
DC Format. Fantastic disk utility.
MEGABOOT and SUPERBOOT
2 boot programs to control the boot on your ST.
New control Panel for new ST ROMS

Disk #84 Rob Says Demo. Graphic and Musical demo

Disk #85 Spectrum 512 Pictures. A demo of the new spectrum 512 program that allows up 512 colors at a time on ST screen. Demo pictures and slide show program

Disk #86 ColorBurst Demo. A demo of an upcoming ST paint program that will allow over 3000 colors on screen at once. Demo pics and slideshow.





MARBLE MADNESS

From Electronic Arts

Mini-Review by James Duke

When I first bought my ST in January of 1985, Marble Madness was already being advertised in the mail order ads. This product was the perfect example of vapor ware for the ST. Finally after almost 2 years, Marble Madness is available for the ST.

But, don't cheer just yet. I was very excited when I heard of Marble Madness' release, and could barely wait to get my hands on it. Even though I had been burned by EA products before, having bought both Sky Fox and Arctic Fox, I was still ready to buy it.

You see, my brother-in-law has an Amiga (please don't impeach me, I tried to stop him...) and I had already seen what a good job they had done at porting it to that machine. It was a faithful rendition of an old arcade classic. Excellent graphics, decent sound, and good control (with the mouse that is).

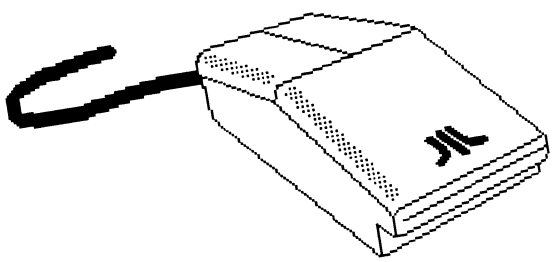
But then, just as I was ready to plop my $40 down, something dreadful happened, I saw a demo of the ST version. The graphics were very poor, the sound was toyish, and control was terrible--keeping the marble on the maze was impossible with the mouse, and nearly so with the joystick. The 3-D effect was almost non-existent and trying to figure out the exact position of the marble was very hard. Movement was so slow at times it was painful.

In conclusion: If you were planning on buying Marble Madness, please insist on a demo before you buy; it may keep you from making a terrible mistake.

The following is directed at Trip Hawkins and EA:

You may say that the Amiga has better hardware, and that that is the reason that Marble Madness for the Amiga is so much better than the ST version. But, if you have ever seen Time Bandits or Goldrunner, you know that this is not true. The faults with Marble Madness are not because of weaknesses of the ST, simply the fact that you did not care to have a quality product. ST users demand quality products, and companies like Michtron, Firebird and many others have been happy to provide them for the last 2 years.

And, until you do the same I am afraid that there will not be a very large market for your ST software.



Desktop Publishing 8 Bit

by Perry Bailey
reprinted from FACCS

This is not by any means a full review, but I felt it was important to give you some information about several good products while it was still "news".

To begin with, one of the areas that has always been sadly lacking in the Atari 8 Bit library of programs has been the field of desktop publishing. This lack has nothing to do with its capabilities. No, the problem here has always been that the big publishing houses just haven't felt there was enough business in the Atari eight-bit marketplace to be worth their effort.

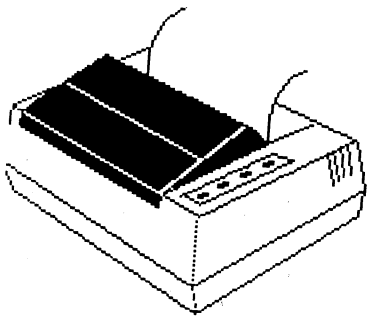
And so desktop publishing for the Atari eight-bit was left back on the desktop and ignored. But fear not, there is yet hope for those of us who feel the need of desktop publishing (or just hate to be left out). There are two products I would like to address: THE NEWS STATION by REEVE SOFTWARE (from the agile mind of Alan Reeve himself) and AWARD WARE from the people at HI TECK EXPRESSIONS.

Remember when you first saw the ads for SPRINGBOARD's NEWSROOM, and then experienced the disappointment of finding out it was not being released for the Atari? I sure do. I was ready to bite nails, I even tried to use Atari Writer in the double column format (which incidentally, I never could get to work right). Finally I gave up my dreams of desktop publishing. Then lo and behold, BRODERBUND released PRINT SHOP. I was thrilled! Then I found out I had just missed the boatd again. While it did clever signs and cards, it did not do anything resembling what I was looking for. Then SPRING BOARD released CERTIFICATE MAKER. Once again, No Atari Version! I was in withdrawl, it seemed. I was never to able to use my eight-bit Atari for desktop publishing.

Then, from out of the blue came REEVE SOFTWARE with a program called NEWS STATION. At first I was concerned that it might turn out to be horribly complex like some of the other programs I have seen (TYPESETTER and PAGE DESIGNER). But no, it was simple and easy to use. It breaks the screen up into 8 graphics screens. On these screens you can put text, graphics or even PRINT SHOP icons in the form of a newsletter. Finally, simple

and easy-to-understand desktop publishing has come to the Atari 8-bit computers! An interesting sideline to this is that ANTIC MAGAZINE is sponsoring a write-in campaign to get SPRINGBOARD to release an 8-bit version of their NEWSROOM. Frankly, with the advent of REEVE PUBLISHING's NEWS STATION, I don't feel all that terribly worried if they do or not. I would rather see new companies like REEVE SOFTWARE, who has come out with good solid programs for a good machine make the bucks available in the desktop publishing 8-bit market. At any rate, I think that you will find THE NEWS STATION a good value.

Now as to the other product, AWARD WARE, frim HI TECK EXPRESSIONS. If you remember the advent of the aforementioned CERTIFICATE MAKER? Then grit your teeth no longer! These people at HI TECK have done a wonderful job on this one! It does everything I have wanted to see done, but could not get PRINT SHOP to do. It has more than 60 types of certificates and awards, printing both horizontally and vertically on the page. Not to mention some of the borders like the infamous Teddy Bear border (I thought we weren't going to mention that!) or the fact that it supports a large number of printers. In fact, it has a sophisticated printer driver creator that, while it may require a real life hacker to use, will allow you to make a driver for any printer in existence that supports graphics. This is a fine product, and at a suggested retail of 14.95, one that I wouls recommend to anyone.



Modula II/ST

A program development language
for the ST
from TDI Software

Review by James Duke

First of all, What is Modula II? It could safely be said that Modula II is the successor to Pascal. Prof. N. Wirth, who wrote both Pascal and Modula II, said to use Pascal to learn and Modula II to program. Modula II, as it's name suggests, is a modular programming language. The benefit of this is that modules can be written independently of each other, even by different people, and included when need without worrying about affecting the main program.

Modula II is also a very strongly typed language. This means that once a variable is declared as a certain type it cannot be used as a different type without specifically converting it to the other type. For example if you declare a variable as CHAR(a single character) it cannot be used as an integer without first converting it to an integer. Some people feel that this is too restrictive, but I feel that it saves more time than it wastes when trying to debug the program (especially for large, complex programs).

Modula II is also one of the few languages that have built-in multi-processing. The programmer can set up "co-routines" to execute simultaneously.

TSI' implementation is a very solid one. It can be purchased in 3 configurations. First is the regular version (79.95). This contains the compiler,linker and integrated editor. as well as the modules to interface with GEM. Secondly there is the Developer's version(149.95). It has the addition of a symbolic debugger, Resource construction program, link and symbol file decoders, and a high level windows library. Lastly htere is ths Commercial version (299.95), which adds the source to all the GEM modules so the programmer can modify or simply study them as needed. Personally I have not had need for the source to the modules, and I have been TDI's modula II for over a year.

The Editor is very powerfull, rivalling some commercial word processors. It is well integrated to the compiler so that english error messages are diplayed in the info line of the editor's window when compilation errors are found.

The compiler is fairly speedy, but if you have lots of library modules included it can be somewhat slow if you are compiling from floppies. I recommend that all library modules be kept on a RAM-disk for faster access. It is a muiti-pass compiler so forward referenced procedures do not

have to be explicitely declared.

The linker is a smart linker which links in only the library modules needed, this helps keep program size to a minimum. An optimize option can also be used to further reduce the program size.

The entire Edit, compile, link, execute process can be automated either using their supplied accesory or using batch files. The GEM library modules closely follow the Atari developers kit naming conventions, so most standard ST documentation will work. The documentation supplied contains information to set up the system and the definition files for the library modules. It contains no Information on GEM or on Modula II programmimg.

The developers tools are invaluable for serious development work. The symbolic debugger itself is worth the extra money. And the high level windows modules make GEM programming much easier.

To sum up: TDI's package is a complete, sturdy development system. The code produced is compact, efficient, and accurate. The developers tools are invaluable to serious development. And TDI has been very supportive of their product. I know of no other language that has had better support from it's authors than TDI's Modula II. As far as I a concerned, TDI's Modula II is THE development language for the ST.

PS.

Some usefule books for using GEM and Modula II follow:

Modula II Made Easy
Good Modula II text.
Atari ST Internals
Atari ST GEM Programmers Reference
Good documentation of GEM routines.
Programmers Guide to GEM
Written for IBM but has some of the best docs on AES and VDI routines.

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Submissions are welcome in any form. It is, however, extremely helpful if submissions conform to one of these formats:

1. ASCII files with no fromatting information.
2. On ST disk format.
3. Uploaded to the DAL-ACE BBS (SIG 12 on the ST BBS).
4. Publishing Partner file

It is requested from any 8-bit user that he/she upload articles to the club BBS. (Number on back page). Articles will also be accepted if they are printed out. Please submit articles in this form to the editor or one of the club officers.

CURRENT DAL-ACE SCHEDULE OF EVENTS

Saturday October 10 - Main Meeting at Infomart

Sunday October 25 - Production Meeting
Scott Phelan's house
1809 Clear Creek Lane
Carrollton, TX 75007
11:00 AM

Saturday November 14 - Main Meeting at Infomart

Sunday November 29 - Production Meeting
Scott Phelan's house

Saturday December 12 - Main Meeting at Informart

As always, dates more than 30 days in advance are tenative. Please call for more information.

INFOMART DIRECTIONS

From North Dallas, take either Stemmons (I-35E) or The Dallas North Tollway south. From Stemmons, take the Oak Lawn exit turn east and park at the Infomart. If you are using the tollway, exit right on Wycliff, go left on Harry Hines to Oak Lawn and turn right. From the south, take Stemmons north, then follow above. Infomart is the big, white steel and glass building south of the other 'marts. GUESTS ARE WELCOME!!!!!!

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Full Page	$35.00
Half Page	$25.00
Quarter Page	$ 15.00

Ads must be CAMERA READY. Copy must be received prior to the production meeting. Mail copy to the address on the back page, or contacrt the advertising manager. Copy received after the production meeting will be run the following month. For contract advertisers, if no new ad is received prior to the production meeting, the most recent ad will be run.

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Meeting Information

10:00 – 11:00	8 Bit Sig
11:00 – 11:30	Disk Sales
11:30 – 12:00	Main Meeting
12:00 – 12:30	BBS Users
	New Users
	Newltr Exch.
12:30 – 2:00	ST Sig

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DAL-ACE
Dallas Atari Computer Enthusiasts

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DAL-ACE membership is $16.00 per year. This newsletter is written, edited, and published by volunteers. Its availibility and/or distribution may, at times, be subject to circumstances beyond the control of the club officers. Members will note that their renewal date appears on their address label. A pink label indicates that your membership expires this month.

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